



Program

Commodore Computer Club

Volume 10

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February 1993

Truth About Electricity

by Sam Tyree

A sheet of paper crossed my desk the other day and as I read it, realization of a basic truth came to me. So simple! So obvious we couldn't see it! Leo Martin of Hiawatha Division had discovered how power circuits work. He says that smoke is the real thing that makes power circuits work because every time you let the smoke out of something electrical, it quits working. He claims to have verified this with thorough testing.

I was flabbergasted, of course! Smoke makes all things that are electrical work. Remember the last time some smoke escaped from a transformer? Didn't it quit working? I sat and smiled like an idiot as more of the truth

dawned. I remember when I witnessed the awful destruction of a 69kv breaker and bus at Sunnydale. The breaker and bus leaked out so much smoke that the breaker and bus actually melted and quit working.

Yes, I now know that Leo's theory is in fact truth. It's the conductor that carries the smoke from one device to another. It starts at our power plant where stuff is burned to produce smoke. The smoke we see coming from the stacks is the excess smoke the system doesn't need. The smoke is then sent down the conductors to the transformers around the system. Transformers are big and require a lot of smoke to work properly. That's why the conductors are so big. If these conductors spring a leak, it lets the smoke out of everything and then nothing works.

Meeting Information

Date: Monday February 8, 1993

Time: 7:00 PM

Place: O.G.&E. Service Center, 6801 Rogers Ave. (Across from Harps)

Demo: To be announced at the meeting. Mark will have another great club special. We will also be talking about the upcoming election in March. Please attend if you can.

See you there.

Origin: Bored Games BBS (605) 692-2379

Ed Note: I think he is on to something here. Does anyone else have examples to back up this theory? I noticed a light bulb that no longer worked had evidence of smoke inside the bulb.

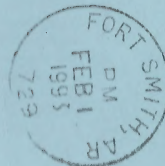
The ASCIIrber, Nov. 1992 via Jan 93 Memphis Users Group.

Program

Commodore Computer Club
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Fort Smith, AR 72906-6000

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Amiga Sig meeting Feb. 27th	
Regular meeting March 8th	



9212
Donald Morton
106 Sterling Ct.
Fort Smith, AR 72903

Remember your dues for 1993

AMIGA THOUGHTS

By Steve Caperton

Since last meeting I have been thinking about where WE as a club will in fact be going. The question was brought up about the usefulness of the 64 & 128's and how long they would still be around. Well that got me thinking about my AMIGA 500 and as far as that is concerned any old P.C's laying around. Will they be useful in another say 5 years.

As I thought about that I soon realized I have a 128D (128 and 64 in one package) on the shelf. I allow my children to play with it but guess what, they would rather play with my AMIGA than the "old computer". I decided to see if I couldn't put it to use, so I got out my old Assembler and memory map book and started writing a machine code program to read the remote control I use to control my T.V. set with. Well \$4.00 at Radio Shack purchased me an infrared detector/decoder. I found a transistor in the junk box and dug out the edge connector I needed and got started. Well I did it, it works great! I'll bring it to the meeting and demo it for you. Think of the possibilities, control your computer from across the room. Let it

automate your home entertainment center with a control program that imitates the remote etc..

Now I can hear you saying "that's great for him he can program". Why not form some classes and learn. I will teach or help teach. We could all work together to come up with useful projects. We will not be so dependent on "outside" help but rather start taking care of ourselves and using those valuable computers we all have. Now you say what does that have to do with AMIGAS?

The next generation is just around the corner my friends.

C64 / 128 Hints and Tips

Print a Disk Directory:

It's very useful to tape a printed copy of the directory to the disk's protective envelope. The following sequence will print it.

```
Load "$",8
Open4,4:CMD4:List
```

When the printing is done, enter this to clear the printer:

```
Print #4:Close4
```

Remember, ?# is not an acceptable abbreviation for PRINT# - If you use the abbreviations, the proper one is P shift R.

Secretary's Report

By Basil Kyriakakis

Commodore Computer Club Executive meeting minutes 12/22/92

The December meeting of the Executive Board Of the Commodore Computer Club of Fort Smith was canceled.

Commodore Computer Club meeting minutes 1/11/93

Rex Lawson was unavoidably absent, Mark Farley presided and he started the general meeting at 7:15.

There were several announcements of interest to members and a general discussion about the future of the Club, other far reaching topics, such as artificial intelligence and the like, but the main focus was centered on more mundane subjects, ie. the BBS! Do we stay true to the Commodore format, no mater the cost, or do we go the MS-DOS way?

Mark presented the club special, a LOADSTAR (c) sampler No 103, with MAXWRITER and MAX TOOTS, a very simple word processor with almost zero learning curve. Other goodies included LEXIKOS (from the greek lexos=word), a very nice

educational word game with the ability to create game files of any level and complexity.

The meeting officially adjourned at 8:30pm with 16 people at the Commodore SIG and 6 at the AMIGA SIG.

Commodore Computer Club
Post Office Box 6000
Fort Smith, AR 72906-6000

FINANCIAL STATEMENT Ending December 1992

INCOME RECEIVED:

Membership:	\$ 87.00
Library:	41.25
Special	0.00
:	-----
DEPOSIT	\$ 128.25

TOTAL	\$ 128.25

DISBURSEMENTS:

Newsletter:	\$ 0.00
Postage:	0.00
Telephone:	0.00
P.O. Box Rent:	0.00

TOTAL	\$ 0.00

BEGINNING CASH:	\$ 224.89
INC/DEC. CASH:	+ 128.25
ENDING CASH:	353.14

BERAKDOWN OF ENDING CASH:

General:	\$ 153.14
BBS:	200.00
Special:	0.00

TOTAL	\$ 353.14

DATE: DECEMBER 1992
TREAS: JAMES DIL

The Electronic Identity

By Robert Parson

Binary--It's only ones and zeros

"That does not compute."--
Robot from Lost in Space

We've been struggling with technology since the beginning of time. Imagine prehistoric man trying to explain the wheel to his friend.

"Well, you see, it goes around and around and around."

"So, what's it good for?"

(Scratching head) "I don't know. I'm sure we can make it do something. But it will make our lives easier."

I don't know how many times I've sat in front of the monitor looking at an extraordinary piece of software or watching some new gadget do it's thing and thinking "it goes around and around and around, but what's it good for?"

Very often in the computer-world, something comes along which is similar to the first wheel: hardware or software waiting for something to do.

Computers are suppose to make our lives easier, aren't they?

Many of our problems in dealing with computers can be traced to the conflict between logic and intuition.

Logic tells us that in order to get from Point A to Point D, we must start at A, move to B, go to C and end up at D.

Our intuition tells us that if A is here and B is there, then D must be over there, and we'll skip C.

Computers know only what they can see. If they don't see it, then it must not exist until it can be seen. Despite that, we've been trying our best to beat these infernal machines into something that remotely resembles our way of thinking.

The first real success was the WordStar Command Set. Even though it's a fairly complicated series of commands to learn, they do resemble the way a touch typist would want to set up the keyboard for fast efficient entry.

Then we got mice and icons. We were just one or two clicks away from doing what we wanted to do. But to do that, we needed a graphic interface. Unfortunately, most graphic interfaces are slow and clunky. In addition, an icon isn't worth a thousand words; graphic interfaces don't make sense when editing text.

But where are we going? What are we doing to make computers more easier to use?

The answer is: There is no answer.

I think differently than you do. How can I expect something that works for me to work in the same way for you? Most everyone I know that uses a text editor (as opposed to a word processor) uses QEDIT. But I use VDE.

Those of you who use ProComm or Q-Modem raise your hands. I'm not in that group, either. I use Telix.

There is absolutely nothing wrong with those programs. I just prefer the ones I use because they

are closer to the way I think and work than those others do.

Meanwhile over in the Interface Wars:

Microsoft and IBM are battling over Windows and OS/2. Microsoft is fending off a moderately successful version of DOS from Digital Research. Apple is giving us System 7. And Commodore is in there somewhere with the latest operating system for the Amiga.

Our favorite interfaces are being defended quite vigorously. Which one is best? All of them.

There is no reason at all for a DOS user to turn his or her nose up at the Amiga. It's a perfectly valid platform and interface. The person using an Amiga is no less computer literate than a DR DOS user.

He just prefers the Amiga because it's logic is closer to his way of thinking.

There's room for all of the current interfaces and then some. Many of them will fall to the wayside because there aren't enough people that think in the same manner.

The important matter is that work is being done and in the most efficient manner possible for that person.

I'm sure we all agree that the future involves a high degree of computer literacy. It's important that our children learn how to use them (in fact I hardly get to use mine anymore: my four year old uses it more than I do). Computers belong in the classroom.

Many grocery stores offer

programs in which they will donate a computer to the local school district when X-number of that grocery store's receipts are saved and turned in. This is a fine start but at the same time I personally find it insulting.

In the past couple years my community (population 75,000) has received TWO computers from the grocery chain that offers this program. This chain is making several million dollars a year in my town alone and they think donating one computer a year makes them good corporate citizens. They're spending more money on ADVERTISING the program than they are in actually carrying it out.

If they want to be REALLY good corporate citizens and help the next generation learn how to compute they can do any number of things, all at a fairly low cost. Here are my suggestions:

Donate 2% of gross profit to the schools to purchase computer equipment. Makes for a nice tax break as well. This particular chain spends much more than that on advertising and marketing already (they could use only two colors in newspaper ads instead of three)

Donate all their old equipment when they upgrade to new.

Encourage employees to donate time to teach Lotus 1-2-3 or WordPerfect or whatever.

I'm sure there are other good ideas out there. But those are just a start.

From International OnLine Magazine Downloaded Courtesy of Paradox BBS.

From The Editor

I hope everyone is feeling ok and has avoided the flu. I have been a little under the weather with it as has the whole family. I am about to get over it, I hope.

I just want to remind all that if you haven't paid your dues yet, please do. We need your membership and also any input you can give the club, in any capacity. If you haven't attended the meetings lately, why not make it a point to try and make a few meetings this year and once again become active in the club.

The election for officers to run the club during the next fiscal year will be held next month, March and they will take office in April. If you are not able to make the meeting, I will have a proxy in the March PROGRAM that you can use to vote with. Just designate a member to do your voting and tell them how to vote and get

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the proxy to the club by the meeting night. I will attempt to get the newsletter out 8-10 days before the meeting. Be sure and vote. I am sorry I don't have the names of the soon to be officers at this time.

It has been rumored that Commodore is coming out with some new additions this year. Some to the Amiga line and who knows what else. We will just have to wait and see. They are rumored to be coming out with an Amiga above the A4000. Already they have the A600, A1200, and ?????

Commodore also has a new POWER UP program for the A4000/120 with Art Department Pro and Deluxe Paint IV AGA, the A1200 and A1200HD/40. These come with Final Copy 1.3 and Deluxe Paint IV AGA. This is available thru March 31, 1993.

Vektor Storm

Reviewed by
Harold Williams
MCCC News
Dallas/Ft. Worth

INOVAtronic is well known for outstanding products like *Can Do* and *Directory Opus*. Now they have entered into the game market with the introduction of *Vektor Storm* through their new game division, INOVAgames.

Vektor Storm is a fast paced game, very much like the old classic arcade game, *Tempest*. The graphics are of the vector variety, and consequently the action is amazingly fast.. The game includes some very impressive stereophonic sound.

Vektor Storm has an introductory story about being in an anomaly of space-time continuum (a black hole) and entering an alternate universe -- but forget all that malarky. This is a straight forward "shoot it if it moves...shoot it if it doesn't move" game. There are a variety of alien ships that attack, and you have opportunities for weapon upgrades, extra lives, etc. The interesting aspect of this game is the movement of your spaceship. Your ship is placed on a three dimensional grid, and you can only navigate along the outer edge. There are 25 unique screens. Each with its own different grid pattern (one is upside down...uh, maybe you can't be

upside down in space, but it sure felt that way.

Vektor Storm can be played with either mouse, joystick or keyboard... and is easily installed on a hard disk. Just drag the *Vektor Storm* drawer to your hard drive. (Isn't that the way it's supposed to be done on an Amiga?)

Vektor Storm comes with a small instruction guide. You only need to briefly glance through it. But they did leave out one important thing. During the game you are occasionally given a password (every five levels) that will let you restart the game at the current level. The instructions don't mention the password system and there is no obvious way to use the passwords once you have obtained them. But I'll let you in on the secret. To use a password, press the space bar on the opening animation screen (the one with the four geometric objects spinning about). You will then be asked for a password. Simply type it in and the game will "warp" to the correct level.

I really like this game. I wasn't sure I would when I first started playing it, but I quickly got hooked. It is simple, fast paced, unique.

Club Information

PROGRAM is a monthly publication of the Commodore Computer Club of Fort Smith, Arkansas. Subscription rate \$7.00 yearly (no charge to club members or exchange with other clubs). Articles pertaining to any aspect of computer use are solicited from members. Such articles may be uploaded to the bulletin board with appropriate notification via E-Mail to "Editor Editor" or may be submitted on disk as a text file. Articles in writing are also welcome.

ADVERTISING RATES

Ad Size	1/month	6/month	1/year
1/8 page	\$ 6.00	\$ 32.00	\$ 57.00
1/4 page	\$10.00	\$ 54.00	\$ 90.00
1/2 page	\$18.00	\$ 96.00	\$173.00
ONE page	\$30.00	\$160.00	\$288.00

MEMBERS are entitled to 1/8 page of free non-commercial advertising per month. **NON-PROFIT** organizations receive a 50% discount on advertising.

MEMBERSHIP RATES

\$12.00 Yearly for individuals \$17.00 Yearly for families Membership includes access to library at club rates.

BBS PHONE NUMBER (501) 646-3399

CLUB OFFICERS:

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Secretary	Basil Kyriakakis	
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